



- ❖ Position- 3D Artist
- ❖ Experience- 3-5 years
- ❖ Compensation - Best in industry
- ❖ Open Positions - 2
- ❖ Location - Gurugram

We are seeking highly proficient 3D Artists with expertise in various areas, including 3D modelling, texturing, environment rendering, compositing, lighting, and dynamics. The primary focus of this role is to craft captivating and innovative 3D experiences. Collaboration skills are a must, as the ideal candidate will collaborate closely with large, cross-functional teams to deliver top-notch 3D experiences. Proficiency in an extensive range of 2D and 3D software packages is a crucial requirement for this role, as the candidate will utilise multiple tools to create exceptional 3D models, textures, and environments. The ability to keenly observe details and accurately recreate intricate 3D objects with limited visual references is highly valued for this position. If you possess these skills and are passionate about pushing the boundaries of 3D art, we encourage you to apply and be part of our creative team.

Eligibility Requirements

- Bachelor's degree in Animation, Game Design, Multimedia Arts, or related fields.
- Proven experience as a 3D Artist or a similar role, showcasing a strong portfolio of 3D models, animations, and visual effects.
- Proficiency in industry-standard software such as 3ds Max, Maya, ZBrush, Substance Painter, Marvellous Designer, Keyshot, Photoshop, Illustrator, and Premiere Pro.
- Knowledge of real-time rendering principles and experience working with game engines like Unreal Engine is a plus.
- Strong artistic and technical skills with a keen eye for detail and an understanding of form, composition, and colour theory.
- Ability to manage time efficiently, prioritise tasks, and work independently under tight deadlines.
- A creative and innovative mindset, consistently pushing the boundaries of 3D art to deliver high-quality results.
- Excellent communication and teamwork skills to collaborate effectively with other team members and stakeholders.
- Possess a foundational understanding of the Unreal Engine and its basic functionalities, enabling the artist to create assets compatible with real-time environments.

Job Description & Responsibilities

- Create visually stunning and realistic 3D models, textures, and animations for use in various projects, including but not limited to video games, films, architectural visualisations, and product renderings.
- Utilise industry-standard software such as 3ds Max, Maya, ZBrush, Substance Painter, and Marvellous Designer to design and sculpt 3D assets.
- Collaborate with the art team and other departments to conceptualise and bring ideas to life, ensuring alignment with project requirements and artistic vision.
- Texture and UV map 3D models, ensuring they are optimised for real-time rendering engines and maintaining a high level of detail.
- Rig and animate characters, objects, and environments, breathing life into static assets.
- Work with different lighting techniques to create compelling visual compositions and ambiance for scenes.
- Employ keyshot for high-quality rendering and presentation of 3D assets.
- Edit and enhance textures and images using software like Photoshop and Illustrator, ensuring the highest level of visual fidelity.



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- Create and integrate VFX elements into 3D scenes, enhancing the overall quality and realism of the final output.
- Basic video editing and post-production using Premiere Pro, integrating 3D elements into videos and ensuring a cohesive end product.
- Stay up-to-date with the latest industry trends, tools, and techniques, continuously improving skills and applying them to projects.
- Adhere to project deadlines and maintain a high level of attention to detail throughout all stages of production.

About us

We are a women-led e-commerce platform, offering a concept that will revolutionise the online shopping experience. With an estimated launch in 2024, we will provide customers a chance to shop for clothes in a never before seen way. Phase one will focus on launch in the Indian market.

ViviRooms is part of London based Euromax Capital (www.euromaxcapital.com) among which includes the most innovative & promising Artificial Intelligence enabled Biometric Software Platform, Products & Solutions designing organisation Biocube Technologies (www.biocube.ai).

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